

Bad Omen



A woman in a flowing white gown glides through the tavern, her eyes calm and knowing—she whispers that luck has turned against you.

For the entirety of the next quest, add an additional *Wandering Monster* for each *Wandering Monster* card is drawn.

Barmaid's Favor



A wink, a whispered promise, and a heavy purse—or another night's luck. Gain 20 gold coins or draw another Tavern card.

Behind Iron Bars



Your night of revelry ends with a clang of metal and the cold scent of stone walls. The local watch decides you need to sober up the hard way.

You may choose to pay a 25 gold coin fine or spend the night in jail and lose your first turn on the next quest.

City Guard



The guards approach as you begin to enter the tavern and accuse you of starting a brawl the last time you were here. Whether it's true or not they demand that you pay 50 gold coins if you wish to enter.

You may either pay the gold to enter and draw another *Tavern* card or choose not to pay and try your luck on your next visit.

Cold Fire



A pile of unlit logs rests in the hearth, offering no warmth, leaving the tavern colder than expected.

Drinking Contest



Upon taking your seat you are approached by a dwarf who challenges you to a drinking contest. Roll 1 movement die.

- 1 = gain 50 gold coins
- 2 = you spill your drink
- 3 = lose 50 gold coins
- 4 = drop a potion if carrying one
- 5 = win double, gain 100 gold coins
- 6 = walk away or choose to reroll

Fire!



The tavern is suddenly consumed by flames. Smoke and fire burst forth, forcing patrons to scatter as the tavern burns. What was once a warm and lively place moments ago is now a roaring inferno of wood and shadow.

Heroes may not draw anymore *Tavern* cards until the next quest has been completed, even if a Hero has yet to draw a card.

Fortune Teller



The cards are hazy... a choice awaits, but only you can see it. Roll 1 combat die to reveal your future.

Skull = Gain 1 Attack die for the entirety of your next quest.

White Shield = Gain 1 Defend die for the entirety of your next quest.

Black Shield = Lose 1 Body Point for the entirety of your next quest.



Good Omen



A woman in a flowing white gown glides through the tavern, her eyes calm and knowing—she whispers that luck favors you. On your next quest you may reroll any one die once.

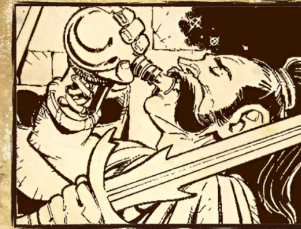
Herbal Tonic



The barkeep discreetly passes you a tonic under the counter. The tonic steadies your mind and clears away fatigue.

For the entirety of the next quest, you gain 1 extra Mind Point.

A Heroic Brew!



As you make your way towards the exit you spot an unopened bottle on a table. This bottle was left behind by a fellow adventurer. Experience tells you that this is indeed a potion of Heroic Brew.

Search the *Treasure* deck for a Heroic Brew and add it to your inventory.

Hero's Welcome



A rowdy cheer meets your arrival, as strangers toast to you as if a great victory has already been won. Draw two *Tavern* cards and pick one.

Hidden Cache



Tucked behind a loose floorboard, this secret stash holds a treasure waiting to be claimed. Draw one random *Treasure* card immediately. Ignore any trap or *Wandering Monster* cards.

Holy Blessing



An injured priest stumbles into the tavern. You and your companions rush to tend to their injuries and offer comfort. You feel a power in their words as the priest whispers a prayer to you.

For the entirety of the next quest, you may roll 1 extra Defend die against undead monsters.

Knife in the Dark



Shadows cling to the corners of the tavern, and a glint of steel flashes before you realize it. Roll 1 combat die.

Skull = lose 50 gold.

White Shield = nothing

Black Shield = lose 1 Body Point at the start of the next quest.

Lucky Charm



Won in a smoky tavern game, this charm bends fortune your way. Once during the next Quest, change one skull rolled against you into a shield.



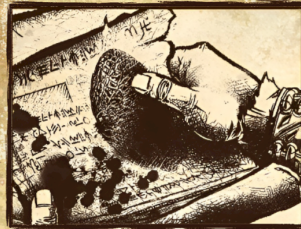
Monster Informant



The informant, cloaked in a dark hood, lets their gaze flicker over armor, weapons, and coinpurses, making mental notes for the monsters who crave their next prey.

On the next quest, the first revealed room automatically contains a *Wandering Monster*.

Old Map



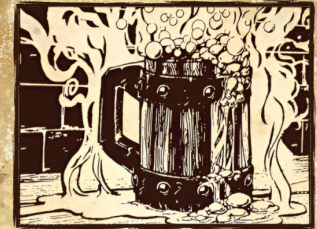
Once valuable, now little more than tavern clutter, the map's meaning can no longer be made out.

Overcooked Stew



A bubbling pot tended to by an orc with more enthusiasm than skill. The stew reeks and offers nothing of value.

Perfect Pint



A hearty swig of the tavern's finest, and you feel invincible. On your next quest you may ignore all damage from a single attack of your choosing.

Pickpocket!



While you are distracted by the tavern's rowdy cheer, a pickpocket lightens your purse. Lose 50 gold (or all if you have less).

Poisoned Ale



You raise the mug, unaware of the dark addition stirred in—your health will pay the price. Lose 1 Body Point for the entirety of the next quest.

Roll of Luck



The tavern crowd leans in as you roll the die across the sticky table—fate hangs in the balance! Roll 1 combat die.

Skull = gain 30 gold coins
White Shield = nothing
Black Shield = lose 30 gold

Rough Morning



You stir on the hard floorboards, the taste of stale ale and yesterday's smoke still thick in your mouth as your head pounds from last night's revelry.

For the entirety of the next quest, you have 1 less Mind Point.



Secret Passage Map



Slipped to you under the table with a wink and a warning, this tattered map hints at hidden routes. At the start of your next quest, one secret door is revealed. If there are no secret doors, you disregard the map as a fake.

Shared Stories



You sit with fellow travelers, swapping tales of victories, narrow escapes, and hard-won lessons. Laughter and wisdom flow as freely as the ale.

On the next quest, you may ignore the first attack on your *Mind*.

Spilled Ale



The bottle shatters at your feet and spills ale across the floor—no real harm done, just bruised pride.

Strength Contest



The tavern hushes as you lock hands across the table with another patron; cheers rise and mugs shake with every push and pull.

Roll 1 combat die for every 2 Body Points that you have. If you roll 2 skulls you win 50 gold coins, if not you lose 50 gold coins.

Tavern Brawl



It all happened so quickly. Nobody knows how it started, but what followed was chaos! Roll 3 combat dice! You must successfully defend against 2 Skulls.

Succeed - draw another *Tavern* card.

Fail - lose 1 Body Point at the start of the next quest, for each unsuccessful defend.

Thrown in Jail



Your revelry goes too far. By dawn, you and your companions wake on cold stone floors behind locked bars.

Each Hero must pay a fine of 25 gold coins. Any Hero that has not drawn a *Tavern* card may not do so until their next visit to the tavern.

Thrown Out!



The barkeep's patience has ended; you and your friends are shown the exit before anyone can enjoy another drink. No hero may draw a *Tavern* card until their next visit, even if they have yet to draw a card.

Unexpected Friend



Cheese for the Mouse - You share a bit of cheese with a tavern mouse. It squeaks happily.



Vermin Fever



A lone rat slips between the tables, unseen, but its touch turns the tavern's food into a source of nausea and fever.

For the entirety of the next quest you have 1 fewer Body and Mind Points.

Veteran Mercenary



A seasoned sellsword watches your back, growling warnings before danger strikes. Ignore the first *Wandering Monster* you encounter on the next quest.

Warm Hearth



The crackling fire and hearty fare soothe your wounds and lift your spirits. Start the next quest with 1 extra Body Point. You lose the extra Body Point once you receive damage.

Tavern Rules

The **Tavern** deck is a set of cards created to add some variety to your favorite dungeon crawler game and spice up the events in between **Quests**. Players don't need to study any additional rules because everything you need to know is written on the cards. In between non-continuous **Quests**, players may visit the **Tavern** by drawing a card. Players then follow the instructions written on the card. Once all Players have resolved their cards, the cards are then shuffled back into the deck to be used for the next visit to the **Tavern**. You never know what will happen during each visit.



